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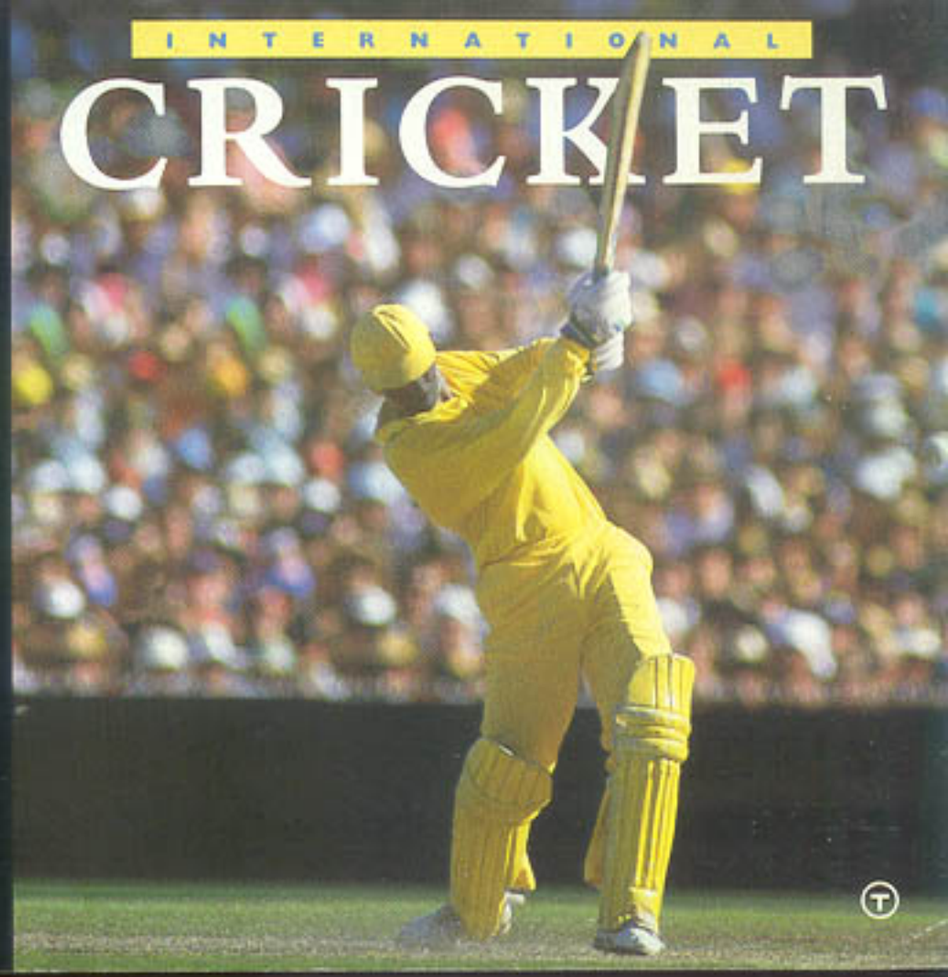
NES-CC-AUS

INSTRUCTION
MANUAL



Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

SAFETY PRECAUTIONS

1. Always make sure the power is OFF before inserting or removing the GAME PAK from your Nintendo Entertainment System.
2. This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
3. Do not touch the connectors or get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol or other such solvents.

LICENSED BY NINTENDO® FOR PLAY ON THE
Nintendo ENTERTAINMENT SYSTEM™

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Original Nintendo Seal of Quality TM

This seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System™.

'The game is played between two sides, one out in the field and one in. The side that's in goes in, and the side that's out in the field goes out and tries to get the side coming in out. Each man in the side that's in goes in until he's out, when the next man goes in. When each man in the side that's in has been in and out, the side that was out in the field then goes in and the side that was in goes out into the field and tries to get the team then coming in out. When both teams have been in and out, including the not-outs, that ends the game.'

CONTROLS

BOWLING

FAST AND MEDIUM PACE BOWLERS

Control Pad

SELECT button

START button

A button

B button

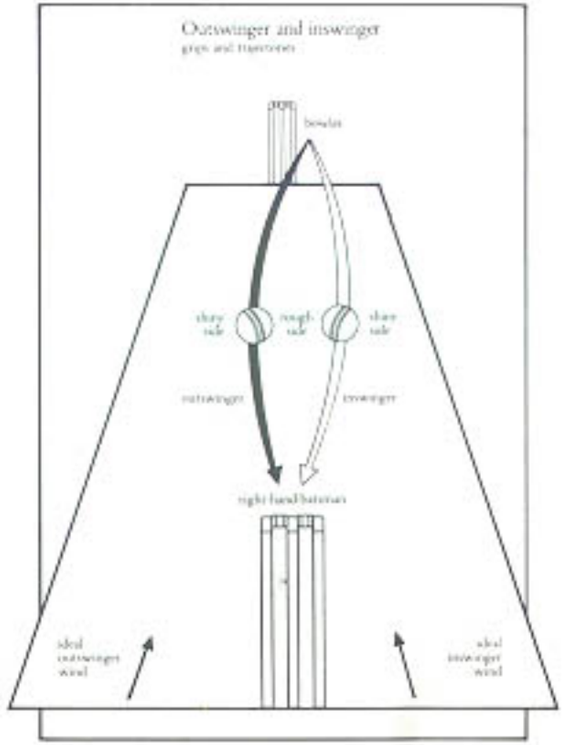
A or B Button

Long Ball/Yorker

Out Swinger

In Swinger

Short Ball/ Bouncer



SPIN BOWLERS

Control Pad

SELECT button

START button

A button

B button

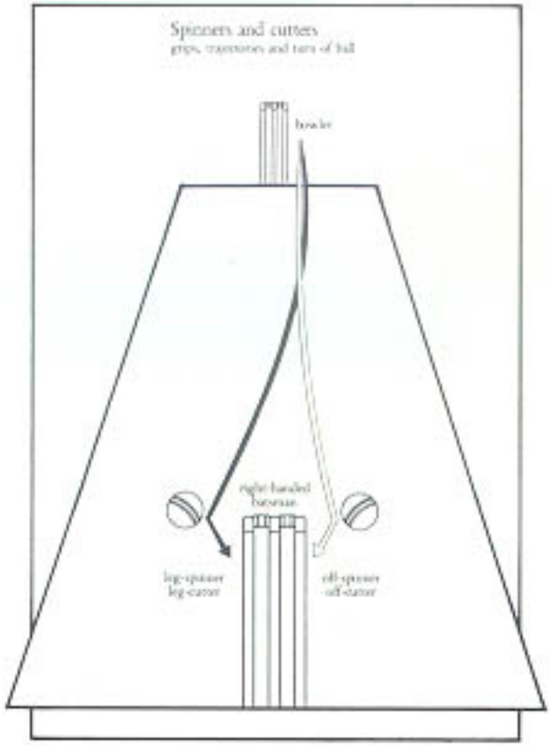
Full/Long Ball

A or B Button

Leg Spinner

Off Spinner

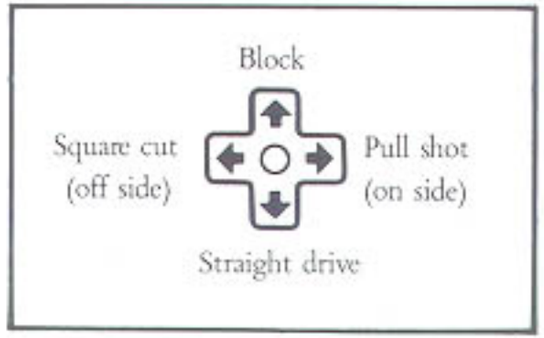
Slow/Short Ball



BATTING

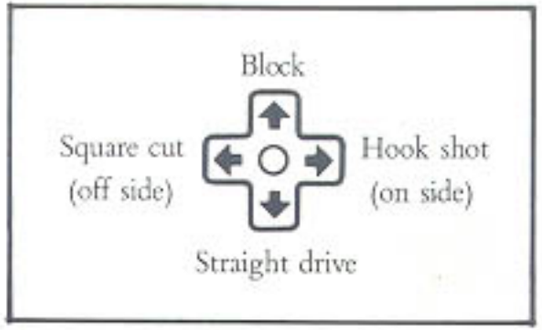
A Button = Ground Shots

A Button – Block
A Button/Down
A Button/Left
A Button/Right
A Button/Up



B Button = Air Shots

B Button – Block
B Button/Down
B Button/Left
B Button/Right
B Button/Up



RUNNING

A Button (after stroke) – Begin a run
B Button (after stroke) – Abort run if runners have not crossed

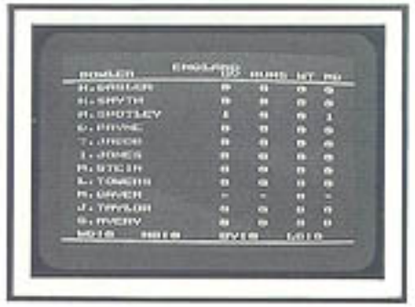
FIELDING

A Button (without ball) – Dive for ball
A Button (with ball) – Throw ball to right wicket fielder
A Button & control pad – Throw ball to right wicket for run out (all directions)
B Button (without ball) – Dive for ball
B Button (with ball) – Throw ball to left wicket fielder
B Button & control pad – Throw ball to left wicket for run out (all directions)

START BUTTON – Pause game/game score update

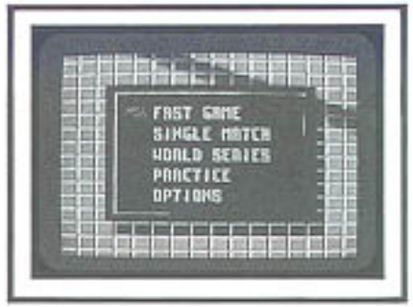
SELECT BUTTON (during Pause) – Game Information/Match Conditions

A Button (during Pause) – Batting statistics
B Button (during Pause) – Bowling statistics



SELECTING A GAME/OPTIONS

The player/s can select to play a *Single Match, World Series, Practice, Fast Game* or *Options.*



For a *Single Match,* a one or two player game can be selected. Two teams will then play one innings each and the team with the most runs at the end of the game is the winner.

For a *World Series,* a *one, two, three* or *four* player game can be selected. If a *one* player game is selected the player chooses his team and the computer will choose 3 further teams. Three games are played between the four teams and the losers drop out of the competition after each game. If a *two* player game is selected, both players choose their team and the computer chooses 2 further teams. Three games are played between the four teams and the losers drop out of the competition after each game. If a *three* or *four* player game is chosen all players choose their teams and the games are played the same as for *one* and *two* player games.

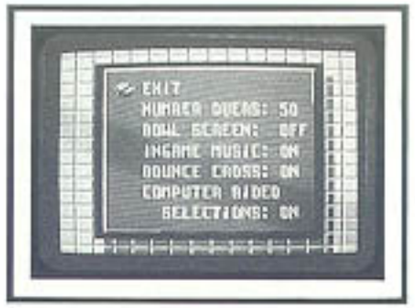
Practice can be selected to fine tune your batting or bowling skills before a game. This enables the player to work out all the necessary controls for both bowling and batting. *One* or *two* players can participate in the Practice mode and can choose to either bowl or bat. Press the SELECT button to end practice session and return to practice menu.

Fast Game option allows you to go straight into a match without choosing any team options. The computer will make all the team selections and you can either choose to bat or bowl or get the computer to toss a coin to choose before the game begins. The computer will also make all the fielding position selections. This options allows you to play a fast game without having to make any menu choices.

Options allow you to switch on or off a number of game features. These are:

Bowl Screen:
A screen that shows the type of bowls obtained from the Nintendo control pad.

Game Music:
You can choose to have music or turn it off during a game.



Bounce Cross:
A cross appears in the game to indicate where the ball will bounce first in the field after the batsmen have hit it. You can choose to turn this off.

Computer Aided Selections:
The computer will recommend a wicket-keeper and opening bowler (if fielding) or opening batsmen (if batting) for you if you do not wish to search through the player statistics.

Number of Overs:
The player can choose the number of overs each team is to bowl. From a minimum of 10 overs to a maximum of 50 overs can be selected. Each bowler is only able to bowl a maximum of one fifth of the number of overs chosen.

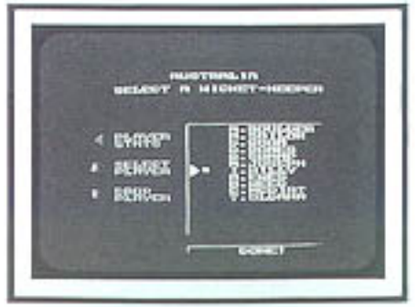
SELECTING A TEAM

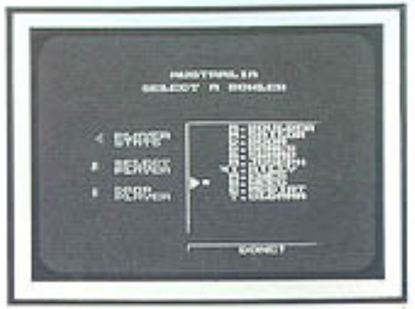
Players can choose their favourite team and colours before starting the game. The teams in the game are as follows:

Each team provides a list of 16 players from which you can choose your eleven for a particular match. Every individual player has

a statistics screen which provides information on his Batting, Bowling, Fielding and Running skills.

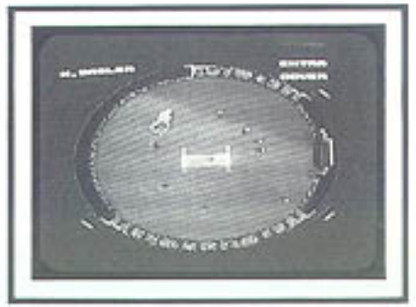
When your team players have been selected you can then select which team is to bat first. You will then need to select your opening bowlers and wicket keeper (if fielding) and opening batsmen (if batting) to start the game. The computer will also recommend which opening players to choose if the computer aided selections option is on. You can decide whether to choose your own or use the computer's choice.



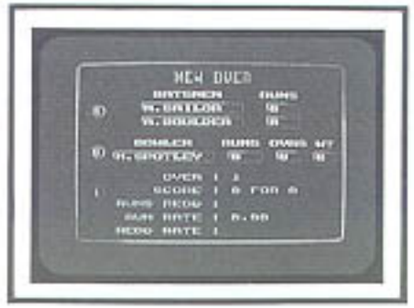


FIELDING POSITIONS

After the teams have been selected a screen showing the player positions will be shown. You can then move the fielders around the ground using the control pad to move the large hand and the A button to pick up and place the fielder and the B button to return the fielder to his original position. As the large hand passes over each fielder, that fielder's name and the current position will be displayed. By pressing the SELECT button you will also be able to view the fielder's stats. This enables you to place your best fielders in the right positions for the game. You are able to move your fielders around to different positions after the end of each over during the game.
To change fielding positions during an over press SELECT button before you choose which ball you want to bowl.



When you have made your game and team selections you will be shown a Score Screen which will indicate the Batsmen, Bowler, Over Number, Score, Run Rate and Run Rate Required. By pressing the A Button on this screen you will also be able to access the Batting order screen. Press B Button to access the Bowler's progress screen. Press Select to access Game Information.



Now you're ready to play. Press start to begin. The bowler must choose which ball he wants to bowl and the batsman has to be ready to play the ball. Once the ball has been played the fielding side will need to attempt to catch or field the ball by controlling the player with an arrow flashing above his head. The arrow indicates which player is closest to the ball and under your control. The black arrow indicates either the bowler or the wicket keeper. Use your control pad to direct the fielder towards the ball. Once the ball has been fielded it has to be returned to either end of the wickets to attempt a run out if the batsmen are still running or to allow the next ball to be bowled.

The batsmen must be ready to run as soon as the ball has been played. Good judgement is required when deciding to run to ensure that the run can be completed safely. Press the A button to run and if you decide to abort the run press the B button (you can only abort the run if the batsmen have not yet crossed).

At the end of the innings the teams change over and the game is continued for the same amount of overs played in the first innings, with the team that was fielding in the first innings now batting to chase the score of the opposing team.

Good Luck!

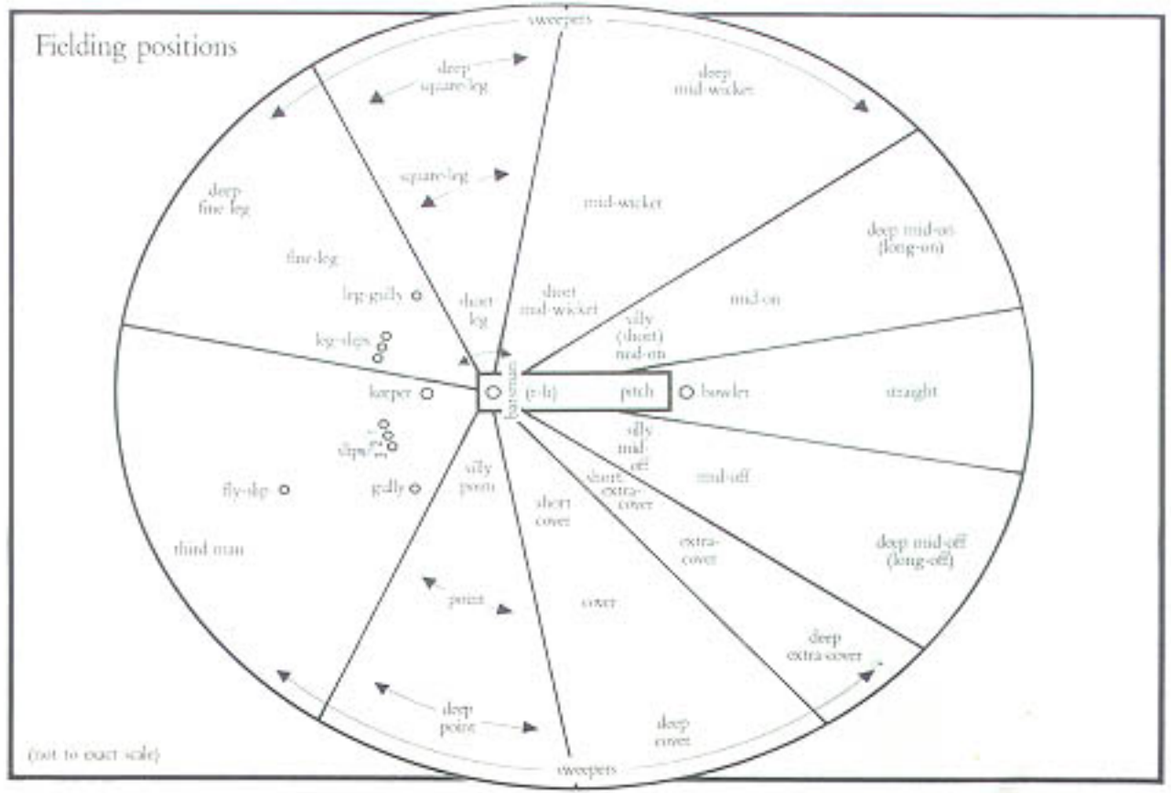
International Cricket is comprised of one innings by each team played in one day. A team consists of eleven players and each team bowls and bats for up to 50 overs. The batting team must attempt to amass a score by running between the wickets. The team with the highest runs score wins the match.

The game is played on an oval ground with the pitch in the middle. The pitch or wicket is that part of the playing area which lies between the two bowling creases. The wicket is 20.12 metres long by 3.04 metres wide. At each end of the wicket are the stumps. The stumps are three identical sticks fixed into the ground. Each set of stumps has two bails sitting across the stumps. When the bails fall it indicates that a 'wicket' has fallen and the batsman is out.

An 'over' is comprised of six balls delivered to the batsmen by any one bowler. A bowler can only bowl one over at a time from a specific end of the pitch. When a bowler has finished his over another bowler must then bowl his over from the opposite end of the pitch. Each bowler is only able to bowl a maximum of 10 overs out of the total 50 overs. There is no minimum of overs per bowler.

The aim of the bowler is to force the batsman into making errors which will get him 'out'. There are several ways in which a batsman can be dismissed under the laws of cricket. These include: *Caught* by the wicketkeeper or fieldsman; *Bowled* by the bowler i.e. the batsman misses the ball and the ball knocks the bails off the wicket; *LBW* (Leg Before Wicket) – if any part of the batsman's body or equipment, except the hands or gloves, is struck by the ball, thereby preventing it from hitting the wicket; *Run Out* – the batsman is not within his crease when a fieldsman knocks the bails from the stumps; *Stumped* – while batting the batsman may move forward out of his crease to hit the ball. If he misses the ball the wicketkeeper may catch the ball and knock the bails off the stumps while the batsman is out of his crease; a batsman cannot hit the ball twice off any one ball; a batsman is not able to handle the ball while it is in play; *Hit Wicket* – if a batsman accidentally hits his stumps while the ball is in play he is out.

The aim of the batsmen is to remain in the game without being dismissed and to make as many runs as possible. When a batsman hits a ball the two batsmen then decide whether it is safe to run. A run is scored when, with the ball in play, the batsmen cross and make good their ground from end to end and batting crease to batting crease. Runs are also scored from 'boundaries'. Four runs are scored if the ball bounces or is hit along the ground and reaches the perimeter of the ground or playing area. Six runs are scored if the ball is hit over the perimeter of the ground or playing area without first bouncing or touching the ground.



CRICKET TERMS & ABBREVIATIONS

b – bowled	n.o., NO – not out
c, ct – caught	R – runs
c & b – caught and bowled	r.o. – run out
M – Maiden over	O – over
NB – No Ball	st – stumped

LBW – Leg before wicket – A batsman may be given out *lbw* if any part of his body or equipment, except the hands holding the bat and the gloves on those hands, is struck by the ball, thereby preventing it from hitting the wicket. The umpire can call an *lbw* decision if he is satisifed that the following criteria has been met:

- the ball pitched in line with the stumps
- the ball hit the batsman's body or equipment (excluding the hands holding the bat) within the area bounded by the stumps
- the ball would have gone on to strike the batsman's wicket.

NO BALL – A No-Ball is an illegal delivery. A no-ball does not count as a ball in the over and an extra ball has to be bowled. A batsman may strike and score off a no-ball without any danger of dismissal –

except if he is run out. Runs scored by a batsman off a no-ball are credited to him; byes and leg-byes scored off a no-ball are designated as extras.

A ball is deemed a no-ball if:

- the bowler's rear foot touches the return crease or its forward extension
- part of the bowler's front foot, whether grounded or not, is not behind the batting crease
- the ball is thrown not bowled

WIDE – A ball delivered by the bowler that is so wide or so high over the wicket that it passes out of reach of the batsman standing in his normal guard position, and prevents him from playing a stroke. The batting side is awarded a bonus run for a wide delivery and the wide is counted as an extra on the scoreboard. A wide does not count in the over and an extra ball is bowled for it.

BYES – Runs scored off a ball which is not struck by a batsman or deflected off his person or equipment and which the wicketkeeper fails to gather. If such a ball reaches the boundary then 4 byes are scored. Byes are recorded as extras on the scoreboard.

LEG BYES – Runs scored off a ball which is not struck by the batsman but is deflected off his person or equipment (except the hand holding the bat). Leg-byes are scored as extras on the scoreboard.

DUCK – No runs. A batsman who is out for a duck has failed to record any runs.

RUN OUT – Either batsman is run out if, in running between the wickets, or at any time while the ball is in play, he is out of the batting crease nearer to him when the wicket at that end is put down by a member of the fielding team.

STUMPED – A batsman is out stumped if he is out of his batting crease, other than in attempting a run, and the wicket is put down by the wicketkeeper.

INNINGS – The duration and result of a player's or team's batting effort. A team's innings lasts for up to 50 overs or the amount of time it takes for each member to occupy the batting crease before being dismissed.

OVER – A sequence of 6 legal balls delivered by one bowler from one end of the wicket. No-balls and wides do not count in an over, an additional ball must be sent down for each illegal delivery.

RUN-RATE – The average number of runs scored per over.

ASKING RATE – (Run-Rate required). The average number of runs per over that the side batting last must score to be able to win a game.

SPIN BOWLER – A bowler who is able to make the ball revolve from right to left, left to right, forwards or backwards, at various angles, by twisting it with movements of the fingers and/or wrist. Spinning the ball makes it change direction after bouncing.

CREASE – Painted white lines on the pitch marking its length and width, placement of the stumps, the areas from which a bowler may legally deliver the ball (bowling crease) and where the batsman may safely stand to hit the ball (batting crease).

HOWZAT! – An appeal by the bowlers and fieldsman to the umpire to ask if the batsman has been dismissed, literally "How's That".

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV.

Do not use a front or rear projection television with your Nintendo Entertainment System™ (NES) and NES Games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to projection television. Please contact your TV manufacturer for further information.

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